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# Quicknav

*Release 1.3.0*

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Quicknav is a way to quickly navigate your filesystem from the command line.



## 1.1 Introduction

This will walk you through what quicknav is and some of what it can do.

### 1.1.1 What is Quicknav

Quicknav is a command line tool that allows you to easily jump to specific locations in your filesystem from a simple command. Quicknav is built for terminal navigation on Unix operating systems.

### 1.1.2 Why Quicknav

Quicknav allows you to easily set shortcuts to locations in your filesystem. It is made to speed up your terminal navigation to commonly accessed places without cluttering your terminal with aliases.

### 1.1.3 Basic Examples

```
# easily navigate to shortcuts that were set in the config
$ nav rs      # go to rust projects folder
$ nav py      # go to python projects folder
$ nav js      # go to javascript projects folder
```

Ready to get started with quicknav? Head over to the [getting started](#) page.

## 1.2 Getting Started

### 1.2.1 Installing Quicknav

You can install quicknav via one of the supported package managers or by downloading the binary and adding it to your path. Prebuilt binaries can be downloaded from the [GitHub releases](#) page.

In the future, support for more package managers will continue to grow.

Distribution	Package Manager	Command
Arch	Paru	<code>paru -S quicknav</code>
Arch	Yay	<code>yay -S quicknav</code>
MacOS	Homebrew	<code>brew tap MrDogeBro/quicknav &amp;&amp; brew install quicknav</code>
Debian (or Debian Based)	Install Script	<code>sudo /bin/bash -c "\$(curl -fsSL https://raw.githubusercontent.com/MrDogeBro/quicknav/HEAD/scripts/deb-install.sh)"</code>
Any (Rust In- stalled)	Cargo	<code>cargo install quicknav</code>

## 1.2.2 Adding Quicknav to Your Shell

Adding quicknav to your shell is incredibly easy. You just need to add the following line to your shells configuration file and replace `shell_name` with the name of your shell. The shells listed below are the only shells that are currently supported. Other shells may work but are not guaranteed to. If you would like another shell to be supported, please head over to [feedback in the discussions tab](#).

### Bash

Add the following to your `~/.bashrc`

```
eval "$(quicknav init bash)"
```

### Zsh

Add the following to your `~/.zshrc`

```
eval "$(quicknav init zsh)"
```

### Fish

Add the following to your `~/.config/fish/config.fish`

```
quicknav init fish | source
```

## 1.2.3 Installing and Building from Source

To get the source code, you can clone the [GitHub repository](#) using git. Once you have a copy of the source code, you can install from source or build a binary.

```
$ git clone https://github.com/MrDogeBro/quicknav.git
$ cd quicknav

# install from source
$ cargo install --path .
```

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```
# build a binary - built file will be ./release/quicknav
$ cargo build --release --target-dir .
```

## 1.3 Configuration

### 1.3.1 Adding and Removing Shortcuts

To add or remove shortcuts, you can either directly edit the configuration file or use the add and remove commands to do the same job. You can configure basically everything you would need to from commands built in but you can also edit the config file if you would like. The config file can be found at `~/.config/quicknav/quicknav.json` or if you have set the xdg config home, your config will be found at `$XDG_CONFIG_HOME/quicknav/quicknav.json`.

The built in configuration commands are listed below in a quick overview. To get more info about a command, use the help command and specify which command you would like help for.

```
# display the help message for a command
$ quicknav help [command]

# list the registered shortcuts
$ quicknav list [name]

# add a new shortcut
$ quicknav add <call> <location>

# add a new shortcut call
$ quicknav add-call <shortcut> <call>

# remove a shortcut
$ quicknav remove <shortcut>

# remove a shortcut call
$ quicknav remove <call>

# edit a shortcut
$ quicknav edit <shortcut> [location]

# configure settings
$ quicknav config [param] [value]
```

If you would like to edit the configuration file directly, new shortcuts must follow the following json structure. You can add multiple calls (what you use to navigate to the location) but you are only required to include one.

```
{
  "name": "shortcut name",
  "description": "shortcut description",
  "location": "the location to jump to (~ supported)",
  "calls": ["callname", "anothercall", "maybeevenanothercall"]
}
```

Once you have added a shortcut, you can use the nav command to navigate to that shortcut by one of its calls. For example, if you want to go to the shortcut in the example above, we could use one of the following commands.

```
# uses the first call
$ nav callname

# uses the second call
$ nav anothercall

# uses the third call
$ nav maybeevenanothercall
```

You can also check out the [example configuration](#) for help with setting up your config file.

## Editing Shortcuts

Editing existing shortcuts is achieved using `quicknav edit` which takes two positional arguments `shortcut` and optional `location`, as well as two optional flag arguments `name` and `description`.

```
# changing the description of a shortcut called projects
$ quicknav edit projects --description "This is our new description"

# changing the name of a shortcut called personal to business
$ quicknav edit personal --name business

# changing the location of a shortcut called documents
$ quicknav edit documents ~/Documents

# changing everything for a shortcut called aggregate
$ quicknav edit aggregate /home/myuser/projects --name "root" --description "All my
↪ projects"
```

## Adding and Removing Calls

Calls are what you actually enter to navigate to the desired shortcut. A single shortcut can have multiple calls assigned to it. You can either directly edit the configuration file or use the add and remove call commands to do the same job.

The built in configuration commands are listed below. To get more info about a command, use the help command and specify which command you would like help for.

```
# add a new call to a shortcut
$ quicknav add-call <shortcut> <call>

# remove a call from a shortcut
$ quicknav remove-call <call>
```

## 1.3.2 Options

These are the options that quicknav accepts in its config file, not including shortcuts, under the options section. These can be configured via the config command or by directly editing the config file. The config command is listed below and you can get more info on it by using the help command.

```
# view current config
$ quicknav config

# view current config for single option
$ quicknav config <option>

# change the value for a config option
$ quicknav config <option> <value>
```

### Options List

Listed below is the info for all of the options quicknav currently supports.

Config Name	Allowed Value	Default Value	Description
create_missing_directories	Boolean (true or false)	false	Automatically create directories in a given path if they do not exist when the navigation shortcut to that location is used

## 1.3.3 Init Flags

These are flags that you can add to the init command that is used to load your shell profile. For more info on loading your shell profile, check out [Adding Quicknav to Your Shell](#).

- `-c`, `--command`: Changes the command which is used to navigate to a shortcut. The default command is `nav`.

## 1.4 Extra Info

### 1.4.1 License

Quicknav is licensed under an [MIT license](#).



## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`